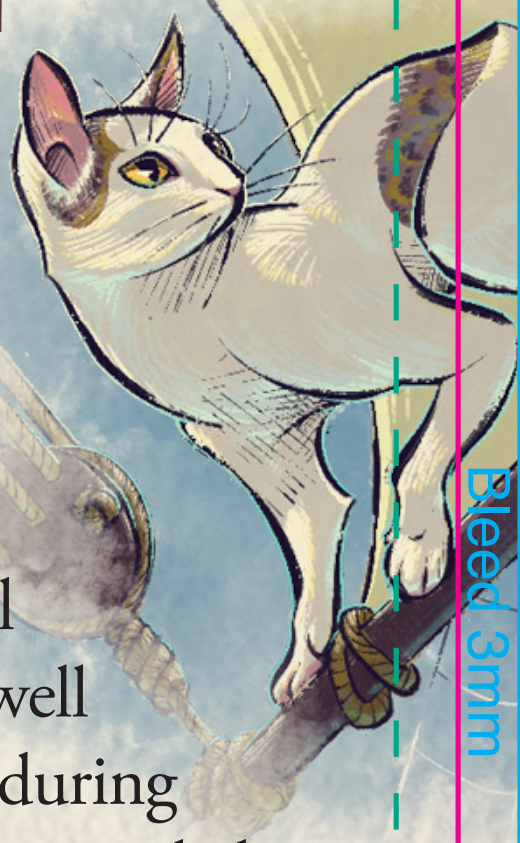
Bleed 3mm

ANIMAL COMPANION
MINI-EXPANSION



COMPONENTS

6 Animal
Companion cards

OVERVIEW

These helpful animals will give players an initial benefit during setup, as well as a one-time use action during the game. They are recommended for players new to the game. Animal cards can be given to all players or just to newer players who want assistance while competing against more experienced players.

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SETUP • ALL PLAYERS

1 Before players gain Crew cards, shuffle the Animal cards. Deal as many Animal cards as there are players, plus one, face up onto the table.

2 Starting with the player whose Turn Order marker is farthest to the right, and moving to the left, each player takes 1 Animal card and places it face up in front of them.

3 Each player then immediately gains the benefit shown in the top right corner of their Animal card.

ANIMAL COMPANION 2/4

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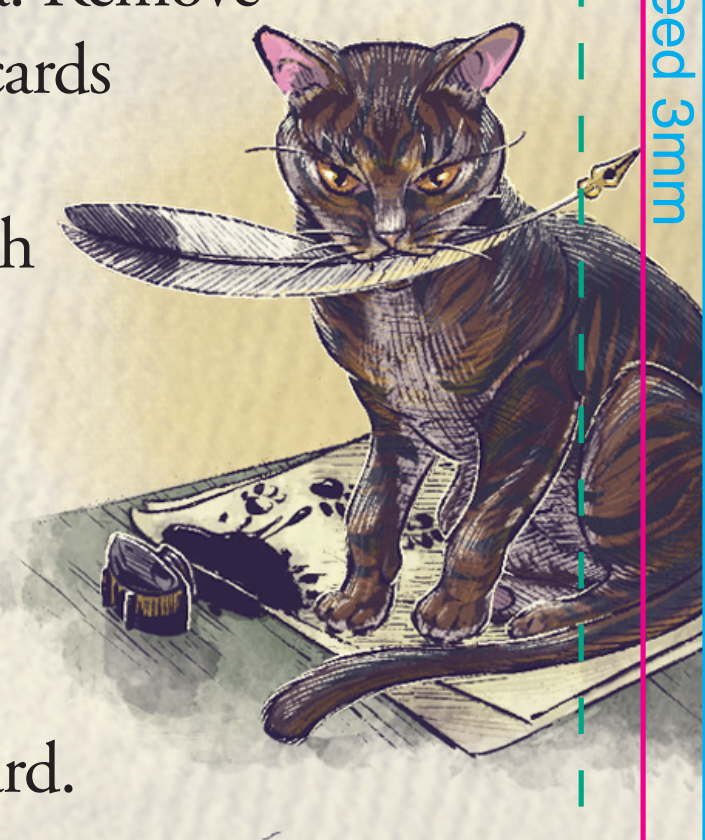
SETUP • SOME PLAYERS

1 Before players gain Crew cards, each player may choose to draw 2 random Animal cards. Players will choose one of these cards to keep. Once all players have chosen their Animal card, they simultaneously place their cards face up in their player area. Remove the remaining cards from the game.

2 Each player with an Animal card immediately gains the benefit shown in the top right corner of the card.



ANIMAL COMPANION 3/4

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GAMEPLAY

A player may discard their Animal card any time during their turn in order to perform the actions shown at the bottom of the card. If there are multiple actions, then they may be performed in any order. After the Animal card has been used, remove it from the game.

GAME DESIGN
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RULEBOOK AUTHOR
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THUNDERGRYPH GAMES

ANIMAL COMPANION 4/4

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